



N-GAGE
NOKIA

www.n-gage.com

Single Player **Multiplayer** **Bluetooth** **Online Option***

* Online game play requires network support.

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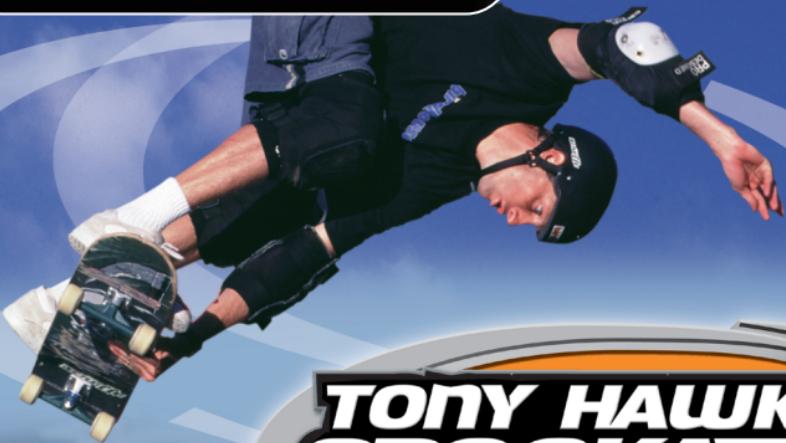
ACTIVISION

NEVERSET

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WORKS 3D

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N-GAGE



BURNQUIST
CAMPBELL
GLIFBERG
HAWK
LASEK
MUSKA
REYNOLDS
ROWLEY
STEAMER
THOMAS

TONY HAWK'S PROSKATER®

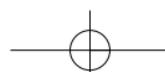


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NEVERSET

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WORKED!

ACTIVISION®



Part No. 9356951, Issue No. 02
R/XXXXXX/YY

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Printed in China

Package contains one game on one game card. Made in Japan. The information contained in this user guide was written for Tony Hawk's Pro Skater.

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EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the gaming device only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

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Inserting the N-Gage Game Card

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.



2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).



3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).



4. Remove the existing game card or memory card (if you have one fitted).



5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).

6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).

Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press  , scroll to the game icon and press  . Now you're ready to start the game.

Do not use the USB port during gameplay.

Bluetooth Multiplayer Game Play*

* To play the game with other users in Bluetooth multiplayer mode, all participants need to have a copy of the game card.

Using the N-Gage Controls

Controller Key

8-way navigation.

Press to activate or select



Clear Key

Opens the main Menu, a list of applications

Menu Key

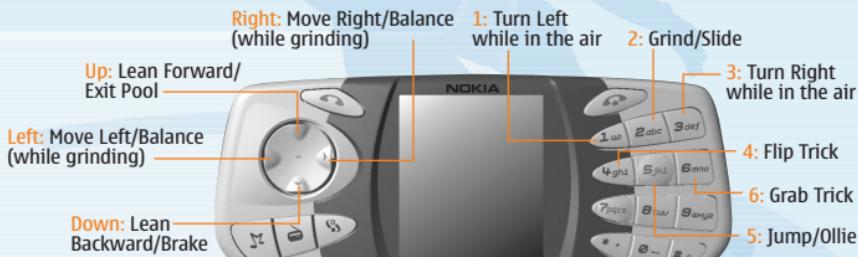
Game Keys

Edit Key

Left & Right Selection Keys

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GAME CONTROLS



START GAME MENU



Choose from the following options to begin playing Tony Hawk's Pro Skater®. Using up/down on the Controller key , choose the type of game you want to play. Press 5  or the left selection key  to start that game.

Career Mode

As a pro skater you've got to hit the local spots and try to get your best sessions on videotape. Collect videotapes by attaining the goals shown on the loading screen. These tapes will unlock levels, equipment, and competition invites as the game progresses.

2 Player

Horse Play: Play against a friend using a single N-Gage game deck. Pass it back and forth as you take turns. It's a one-on-one best trick contest. Bust a single trick, then watch as your opponent tries to beat your score at the same spot. If he or she matches your score, play passes back and forth until somebody bail. Whoever slams gets a letter – first player branded with all letters, loses!

Bluetooth Multiplayer Game Play: To play the game with other users in Bluetooth multiplayer mode, all participants need to have a copy of the game card. See page 6 for Bluetooth games.

Single Session

Choose a single level and skate an all out two-minute session in an effort to set new high scores. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

Free Skate

No time limits, no high scores, no cops, no pressure. Choose a single level and skate as long as you like. Work the obstacles over and over again until your tricks are tight. Only one level will be unlocked at first. You need to unlock the rest of the levels in Career mode.

Bluetooth Multiplayer Game Play

Challenge other N-Gage game deck users to one of the following multiplayer games. Choose to host a game or join an existing one.

Graffiti: A showdown to see who can hit more tricks in the environment. "Tag" obstacles with your colour by tricking off of them. Steal your opponent's obstacles back with a bigger trick. Whoever tags the most objects in the two-minute session, wins. Tag pipe and pool lips by tricking on them from inside the ramp or pool.

Trick Attack: It's a two-minute free-for-all to see who can skate the best line and rack up the most points.

SKATE Race: It's all about speed in this race! Rip around the course and collect the letters in SKATE – whoever gets 'em all first wins.

Tag: Each player hits a single trick – the player with the lowest score is "It." After that it's a crazy game of chasing and dodging! Each of you has a one-minute timer that ticks down while you're tagged. The tag swaps when skaters collide. Try to make your opponent bail by scoring a big trick. First player to hit zero, loses.

N-Gage™ Arena

Please refer to the N-Gage™ Arena section on page 16.

OPTIONS MENU



Sound Levels

Sound FX Volume: Use left/right on the Controller key  to adjust the sound effects volume.

Music Level: Use left/right on the Controller key  to adjust the music volume.

Controls

Customise your trick controls. Select an action and press the keypad button of your choice to change the control for that action. To return to the default settings, select Set Defaults.

Language

Select a language.

Music Credits

Select this option to view the music credits.

Game Credits

Select this option to view the game credits.

Video Clips

Load a previously saved Replay.

Game Clips: When viewing a replay, you can choose to edit your own custom skateboard video. Control the camera and edit the replay to get the best shot of the action.

THE SKATERS

Tony Hawk

Tony Hawk is arguably the single most influential skateboarder of all time. Born and raised in Southern California, Tony has forgotten more tricks than most people learn in a lifetime. His contributions to the sport are endless – including unearthing skateboarding's holy grail by becoming the only person to successfully land a 900°.

Bob Burnquist

Brazilian-born Bob Burnquist snuck onto the scene ten years ago, winning the first pro contest he entered. His unique style and switch-stance tendencies make Bob one of the most exciting and original skaters to come down the pike in decades.

Kareem Campbell

Kareem Campbell was born in New York City and grew up in Los Angeles, breaking down any East vs. West barriers that his predecessors may have set up for him. His smooth metropolitan style is based on the mastery of "real" street settings.

Rune Glifberg

Originally from Copenhagen, Denmark, Rune Glifberg now hails from Huntington Beach, California. He dominates on all terrain – but his true talent shines in the wide-open, trick-to-trick arena of vertical skateboarding.

Bucky Lasek

Weaned on the rough structures of the East Coast scene – skills hardened and honed to perfection in Baltimore, Maryland – Bucky Lasek is easily half a step ahead of skateboarding's norm. He has relocated all his power, originality, and style to Carlsbad, California.

Chad Muska

From the boulevards of his native Las Vegas, to any of his adopted urban havens, Chad Muska is at home. This self-styled professional has taken his brand of street level promotions and skate-and-relate creativity to another level, delivering tons of it to Everytown, U.S.A.

Andrew Reynolds

Turtle Boy hails from Huntington Beach, California where he holds superhero status for his willingness to toss himself off and over gigantic gaps, big sets of stairs, and airplane hangars. Wheeeee!

Geoff Rowley

Geoff Rowley is one of those smooth-operating skateboarders from England who runs exclusively on handrails, huge staircases, and vegetables. Geoff moved to Huntington Beach, California a few years ago, and has been speeding around the streets ever since.

Elissa Steamer

Ft. Myers, Florida's own Elissa Steamer is the first female to have a pro model street board with her name on it. How's that? Elissa consistently goes undefeated in the all-girl events she enters, and in The Skatepark of Tampa Pro Contest, she made the cut skating against the big boys.

Jamie Thomas

A current resident of Encinitas, California, this Alabama transplant has been pro for ten of his sixteen years of skateboarding. During that time he's directed and edited six videos while skating everyday – breaking off hundreds upon thousands of the world's longest and biggest handrails – his way.

SPOT CHECK – THE GAME LEVELS

Warehouse: Woodland Hills

Practice in an abandoned warehouse full of ramps, pipes, rails, and gaps. A great place to get the basics down before rippin' it up in the rest of the game.

School: Miami

Dumpsters, lunch tables, and long rails make this deserted school a skater's paradise. Don't forget to carve up the pools for some huge air and sweet transfers!

Mall: New York

Take an after-hours stroll through this indoor/outdoor mall full of huge stair sets and escalators just beggin' to be cleared. Check out the upper level for some killer gaps!

Contest 1: Skate Park, Chicago

You've got three runs to take it out on all the other pro skaters in the "Windy City Slam" contest. Five judges score each run on variety, difficulty, and style. The top three finishers receive shiny new medals to wear around their necks.

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Downtown: Minneapolis

This wide-open scene has lots of kicker ramps and fire escapes that make for some insane grind combos. Dodge traffic, rip up everything in sight, and try to make it to the roof tops for some serious gaps.

Downhill Jam: Phoenix

This crazy downhill run is the place to be if you're looking for over-the-top speed and air. Grab the high rails and paths overhead for scores that'll have even the big boys scratchin' their heads.

Contest 2: Burnside, Portland

The final contest before you head to the skate mecca that is San Francisco. The rules are the same as the first contest. This spot has some killer lines that make for huge points, so get creative and bust out the combos that'll get you that gold.

Streets: San Francisco

Skaters will recognise spots like "Hubba Hideout" and "EMB" (R.I.P). Grind anything and everything and be sure to hit the long rails and tons of gaps along the way. Try to tear it up enough to get a final mystery invitation to an enigmatic, not so far off land...

Contest 3

Have you seen him? Yup... and if you thought that thing was cool ten years ago, you ain't seen nothin' yet!

GAMEPLAY TIPS



Flip tricks

*Trick depends on the skater



Grab Tricks



Grinds

ORIGINAL VERSION CREDITS

Developed By Neversoft Entertainment

Lead Programmer
Mick West

Programming
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Ryan McMahon
Christer Ericson

Additional Programming
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Kendall Harrison
Mike Day

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Silvio Porretta

Artists
Johnny Ow
Darren Thorne

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Noel Hines

Production Director
Jason Uyeda

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Chris Rausch

Associate Producer
Ralph D'Amato

Producer
Scott Pease

Executive Producer
Joel Jewett

Executive Art Director
Chris Ward

Human Resources
Sandy Newlands
Lisa Edmison

Support
Souris Hong
Everyone at Skatestreet

Programmer
Gary Jesdanun

In-Game Sound FX
Tommy Tallarico Studios, Inc.
Joey Kuras

Video Editing
Chris Hepburn

Additional Music
Brian Bright

Activision Skater
Gary Brunetti

Additional Art
Danny Matson

Published By Activision, Inc.

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Dave Stohl

Associate Producer
Nicole Willick
Jenny Park

N-GAGE VERSION CREDITS

Developed By

Ideaworks3D

Tony Hawk's Pro Skater for N-Gage:

Lead Programmer

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Programmer

Adam Taylor

Lead Artist

Kevin Wafer

Additional Programming

Jeremy Adams, Tom Beaumont, Tom Lynn, William Osborn, Brian Pearson, Matt Selby

Airplay Technology:

Lead Architect

Robert Bjarnason

Airplay UI Programming

Andy Curran

Additional Programming

Srikanth Bandi, Mathew Flowers, Gary Phillips, Martin Wood

Executive Production, UI Design & Art Direction

Adrian Sack

Special Thanks

Andy Perkins, Frazer Wilson, Thor Gunnarsson, Jenny Ekelund, Aaron Dover

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Nokia

Special Thanks

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Nokia Entertainment & Media Marketing Groups

Special Thanks

William Kassoy, Gary Pfeiffer, Ted Chi, Mike Ward, Stacey Dreilishak, Phil Terzian, Paula Cuneo, Justin Berenbaum, Stacy Rivas

MUSIC

"Committed"

Performed by: Unsane
Written by: Chris Spencer, Vinny Signorelli, and Dave Curran
Published by: Relapse Release Publishing (ASCAP)
All rights administered by Rykommusic, Inc.

"Committed" is taken from the Unsane album "Occupational Hazard" courtesy of: Relapse Records
www.relapse.com

"Cyco Vision"

Performed by: Suicidal Tendencies
Written by: Mike Muir and Mike Clark
Published by: BHG Musick (BMI)
"Cyco Vision" available on the Suicidal Tendencies album "Freedumb"
Appears courtesy of: BHG Musick and Suicidal Records
www.suicidaltendencies.com

"Euro-Barge"

Performed by: The Vandals
Written by: Josh Freese
Published by: Slip N Bleed Music (BMI)
"Euro-Barge" available on The Vandals album "Hitler Bad, Vandals Good"
Appears courtesy of: Nitro Records

"Jerry Was a Race Car Driver"

Performed by: Primus
Written by: Primus
Published by: Sturgeon (BMI)
"Jerry Was a Race Car Driver" available on the Primus album "Sailing the Seas of Cheese"
Appears courtesy of: Interscope Records
Under license from Universal Music Special Markets

"Police Truck"

Performed by: Dead Kennedys
Written by: Jello Biafra and East Bay Ray
Published by: Decay Music (BMI)
"Police Truck" available on the Dead Kennedys album "Give Me Convenience or Give Me Death"
Appears courtesy of: Decay Music

"Nothing to Me"

Performed by: Speedealer
Written by: Speedealer
Published by: Star Pod Music (BMI)/Cracked Out Music (BMI)
"Nothing to Me" available on the Speedealer album "Speedealer"
Appears courtesy of: Royalty Records

"Vilified"

Performed by: Even Rude
Written by: Keith Kaplan, David Wadsworth, and Christopher King
Published by: Even Rude (BMI)
"Vilified" available on the Even Rude album "Superabsorbant"
Appears courtesy of: Even Rude
www.evenrude.com

MEMO

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Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

LIMITATIONS ON WARRANTY

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED IN IT ARE PROVIDED TO YOU "AS IS" WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

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Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

N-Gage™ Arena

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage™ Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage™ Arena is network dependent and requires network support. To use the N-Gage™ Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage™ Arena from the main menu screen or the in-game icons. More information and instructions are available at www.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage™ Arena. See www.n-gage.com for more details.

Please refer to www.n-gage.com/tonyhawk for game play instructions.

Register Your Game Online

To register, go online at: www.n-gage.com

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